

AI and Game Programming

CIS 487/587

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Selected AI Techniques

- Deterministic algorithms
- Heuristic programming
- Patterns and scripts
- Finite state machines
- Production systems
- Genetic algorithms
- Neural networks

Deterministic Algorithms

- Each clock tick
 - asteroid_x += asteroid_x_velocity
 - asteroid_y += asteroid_y_velocity
- Asteroids follow their course until
 - off screen
 - collision occurs
 - blown up